

object in a three-dimensional computer model, and to generate image data by rendering an image of the three-dimensional computer model in accordance with a user-selected viewing direction, the apparatus comprising:

a data receiver for receiving data defining a user-selected viewing direction;

an angle calculator operable to calculate the respective angle between the user-selected viewing direction and the respective viewing direction of each camera;

a camera identifier operable to identify the cameras having a viewing direction within a predetermined angle of the user-selected viewing direction as identified cameras;

a camera characteristic comparer operable to compare at least one camera characteristic affecting image data quality for each identified camera to determine differences therebetween;

a camera selector operable to select one of the identified cameras as a selected camera in dependence upon the determined differences;

an object representation generator for processing input image data from the selected camera to define a representation of the object in the three-dimensional computer model; and

a renderer for generating image data by rendering an image of the three-dimensional computer model in accordance with the user-selected viewing direction, in which texture data based on input image data from the selected camera is rendered onto the representation of each object.

D1
CONT.